



The MilAtari Ltd. Edition

*The Official Newsletter Of:
The Milwaukee Area Atari Users Group*

VOL. 6 NO. 9

October 1987

Price \$2.00

ROY DUVALL'S 'LABEL ROUTER'

Route to

- ☐ J. TRAMIEL
- ☐ S. TRAMIEL
- ☐ N. HARRIS
- ☐ S. AUSTIN
- ☐ B. WELSCH
- ☐ R. DUVALL

Return To
MilAtari Ltd.

An ST Shareware Business Applications Program in GFA Basic
Complete Documentation and Program Listing Inside!



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From the President Wanted: Your Assistance

To all the people who joined us at the last meeting, I wish to welcome you. Feel free to ask for all the help that the club can give. Which brings me to the fact that the club needs some people who have some knowledge about both the 8-bit and the ST computers.

We need two(2) people, to run beginner classes for both the ST and the 8-bit Ataris. Ron Friedel may still be running the 8-bit but he needs ideas of what to talk about. I for one know that without a subject, it is very hard to get in front of people and talk because after a while you start to get bored and there is no satisfaction in it. so for those of you who would like to see Ron keep up the good work, call him with things that you would like to see and/or learn, he's easy.

I, as most of you who make the meetings regularly already know, enjoy a large turn out for the meetings because that is how I and the members of the board get the ideas to make MilAtari more enjoyable for you it's members. So if you have not been to a meeting in a while, plan to attend the meeting Saturday, October 17.

Our club library disks will also be on sale again this month, because we couldn't meet the demand of all the people. There was a small problem that was brought to my attention about the blank 8-bit disks that we sold. Apparently not all the disks had write-protect notches. Anyone who may have gotten any of these disks, simply bring them to the next meeting and we will fix the problem. Our apologies for any inconvenience that this may have caused you.

Lastly, I am unhappy to announce that the Broderbund rep will not be able to make the October meeting because of some scheduling problems on their end. They have promised to make it up to us and we'll keep you posted. I know that you're as disappointed as I am.

Well that is about it for this month and I hope to see all of you at the next meeting.

Bruce Welsch - President
MilAtari Ltd.

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Next Meeting: Saturday October 17th • 12:00 Noon UWM • Curtin Hall • Room 175

Curtin Hall is located on the University of Wisconsin - Milwaukee Campus on Downer Avenue between Hartford Avenue and Kenwood Blvd. Feel free to call any of the numbers on the inside back cover if you need specific directions. Anyone interested in Atari Computers is welcome to attend. Non-Members may attend their first meeting free of charge as our guests, so come on down!

Blowout Prices on Club Library Disks Extended for October Meeting!

Because of the unprecedented response to last month's sale, the special prices on club library disks will be extended for one more meeting. All 8-bit PD Library disks will be sold for \$2.50, ST PD Library disks for \$3.50. As before, this is for club members only. Sale prices do not apply to blank disks.

Welcome Aboard!

We would also like to welcome the new members who signed on last month: David Bartlett, Linda Heinrich, Leo Hoffer, Robert Loughran, William Matson, and Edward Newman. Please join us in welcoming them and making them feel at home.

Next MilAtari Board Meeting:

Sunday, October 24th @ 7:30pm

Shakey's Pizza - 96th & National - West Allis

Beginner SIG Update *By Ron Friedel*

For the last six to nine months I have been running a SIG (Special Interest Group) for the beginner, especially for the 8-bit user. We have been having a small group of people attending these SIGs but those that attend have been very good at asking questions that I attempted to answer. The SIG was not held in August because of the picnic and it was not held in September because of an equipment misunderstanding.

Some people came to me at the September meeting and asked me to try to keep the group going. I have had an ST for about the last six months and haven't worked with the the 800XL very much lately and so I really am not very current with what is the newest for the 8-bit.

I am willing to continue running these SIGs but I need your help. What I want is a group of users that are willing to get a good question and answer session going. So if you know about something that you think is pretty neat, come to the SIG and tell us about it. Dave Bauer said that he would try to bring the "News

Station" by Reeve Software to demo at the SIG. Otherwise, I'll bring some of the standard business programs, like SynCalc, Data Perfect and AtariWriter to talk about at the SIG.

We will hold the SIG in Room 121 from about 1:30 and we can run the SIG as long as we want, within reason. We can stay after 3 PM because we are in a classroom and not the main lecture hall. If you would like me to discuss any particular topic for the meeting, please call me at 354-1717 and tell me about it.

Now I have a question. A film professor at UWM is using an Atari ST both at home and work and is having trouble using "SuperBase." This is a relational database that I have never heard about. He is having trouble merging info from a series of databases and isn't getting much help from the software developer. Anyone have any ideas? He said that he would try to make it to the October meeting.

See you !



The Label Router

An ST Shareware Program by Roy Duvall

c 1987 Duvall Productions - All Rights Reserved

What is a label router? It produces a routing slip on a label. So some of you are asking; 'What is a routing slip?' To save copying expenses or to distribute a single copy of magazine or newspaper to a number of people in an organization or office, someone would type a list of names or initials to whom this memo or publication should be routed to for review. Each person crosses out his or her name when finished and passes the item to the next name on the list. The list is usually attached to the circulated item by a staple or paper clip.

This list, most often in my organization, was a full 8.5X11 sheet of paper, and usually contained a short list of people. I thought it would be useful to produce this list on an ordinary one inch wide mailing label, so that it could be attached to the shared item and wouldn't waste a sheet of paper. (Economically or environmentally, I'm not sure of the trade off between a sheet of paper vs a mailing label but it is convenient.) So that is how The Label Router came to be!

This program is also a personal experimentation with the waters of shareware software development. A lot of discussions about Public Domain vs Freeware vs Shareware have been buzzing around on the telecommunication networks. I have read a number of these discussions and have formed some opinions. One of the things that I am not too sure about is the entrepreneur who distributes these programs at a substantial profit, while the program authors receives zip. Some software developers have decided to restrict the distribution of their products to a few that they have contracted with. So, I too, have decided to reserve all rights to my program.

This program and its documentation and this article are copyrighted. It is NOT in the public domain. I hereby authorize the MilAtari Users Group to publish this article, and permit them to include the compiled version of The Label Router in its disk library and on its BBS. This program can not be sold, modified or distributed without permission of the author. If you find the program useful, a \$5 donation would be appreciated. Enough with the commercial.

Describing a program is a pretty dry subject and very hard to make exciting. I hope to explain the structure of the program and a little about character fonts. The ST version of the program is written in GFA Basic. GFA is different from a lot of Basics in that it will not accept line numbers and is designed to be a structured language. In my opinion, it is well worth the investment (Approx. \$60.) especially compared to Atari Basic and its limits and bugs. The program is structured into different sections. Documentation and definitions come first, followed by the Main program and then the procedures which are called from the main.

Let's discuss how character fonts are stored. They are consecutive bytes of data that contain the bit pattern of that character and are stored in ASCII numerical value. I know some of you are confused by that statement - it was even a little confusing to write. Let's try a picture instead - (see figure 1)

Binary value of each bit									
	128	64	32	16	8	4	2	1	
BYTE 1									:: BITS :: VALUE
BYTE 2									:: 00000000 :: 000
BYTE 3									:: 00000000 :: 000
BYTE 4									:: 00011000 :: 024
BYTE 5									:: 00111100 :: 060
BYTE 6									:: 01111110 :: 126
BYTE 7									:: 01100110 :: 102
BYTE 8									:: 01100110 :: 102
BYTE 9									:: 01111110 :: 126
BYTE 10									:: 01100110 :: 102
BYTE 11									:: 01100110 :: 102
BYTE 12									:: 01100110 :: 102
BYTE 13									:: 01100110 :: 102
BYTE 14									:: 01100110 :: 102
BYTE 15									:: 00000000 :: 000
BYTE 16									:: 00000000 :: 000

When you look at a character on the screen, you'll notice that each character is composed of a number of small dots. If we make a grid of 8 wide by 16 down and if, when we turn on a dot, we equate it to a 1 and when off it equals 0, we can then map each and every character we see. The American Standard Code for Information Interchange - ASCII - defines a set of characters and the numerical order that they appear in. Other computers use different code sets such as, EBCDIC or BCD, but the ST, as do most other microcomputers, uses ASCII.

Eight bits of zeroes or ones make a byte. A byte can uniquely identify 256 different bit patterns. So, there 16 bytes of mapping information for each of the 128 characters in a font set. The ASCII value of the character, (such as 65 which represents the character A), is used as an index to the font map table. 65 (the value for A) times 16 (the number of bytes for each character) will locate us to the first byte of the bit map of the character A. The computer uses this algorithm to copy the bit map to the screen and hopefully, our eyes can recognize it as the character we desired.

The program Degas (Batteries Included) includes a font editor that lets us create new fonts or modify existing ones. Fonts don't have to be 8X16, some are 5X7 or 8X8. I decided on the 8X16 font format because when you print it sideways on the label, it looks better than the others!

(continued next page)



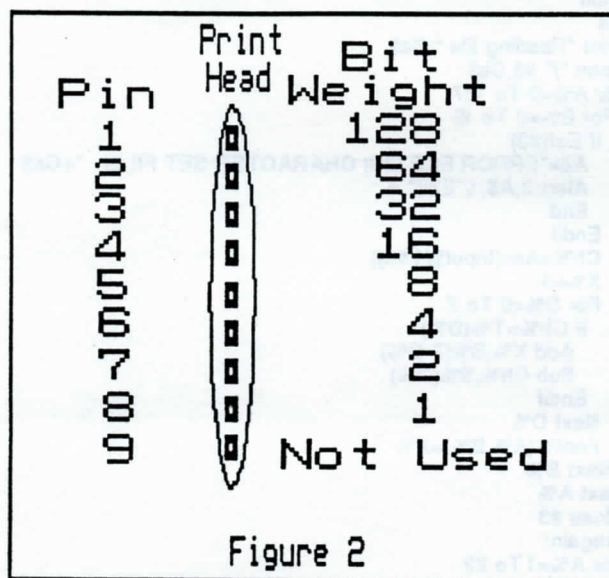
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(Label Router continued)

That brings us to the next problem in the program: printing sideways!

The values of the mapping bits are as shown in figure 1. If the bit is on, it has a value equal to the one shown atop the grid. The way most printers print graphics require us to reverse the the values of the bits. The pattern for Epson compatible printers is shown in figure 2.

When the computer sends the printer a byte containing the value 67 and the printer is in bit graphics mode, the printer fires pins 2,7, and 8 (makes



them hit the paper). If we would use the value of the bit pattern as it was stored in the font table file, we would print each character inside out. This isn't usable unless you look at it via a mirror. What we must do is to convert the value of a bit that is on to a value usable by the printer. As we read in each byte in the character font, we check each bit and if it is on, we store the inverted value of this bit to the variable x%. After all the bits are tested, x% contains the value we need to send to the printer and we stuff it into our font array.

After a few commercial messages, the program asks you to select a file containing the 8X16 font map that you want to use. Next it reads the file and inverts its value for Epson type printers.

Then it asks if you want a return to option and the name to return to. The program continues by asking the number of routes and then asks you to enter each route. It then asks for the number of copies of this routing label that you desire. It asks if the printer is ready and loaded with labels, then if you want a test label to align the labels. Now, the program prints your routing labels.

You are given the option to produce more labels and choose a new font if you desire it. I hope

that this program and description is of use to you. Please let me or the editor know if you have comments, positive or negative. If there is enough demand (3 or more requests) I will consider an 8 bit version. Next, if you request it, I'll present a program to produce name badges on labels.

Roy Duvall is a Staff Software Specialist for Honeywell Bull. He has been playing with computers since 1971. He was a founding member of IMAGE (Indiana Michigan Atari Group Exchange) and has been an active member of MilAtari since 1983.

[Editors Note: The GFA Basic Listing for Roy's program is included on the following two pages. For those not in a typing mood, the compiled version of this program is available for downloading on the MilAtari BBS as you read this. The program will also be available on a MilAtari Library Disk in the near future.

While I'm here, let me just take a moment to publicly thank Roy for his courageous placement of this program into the Shareware Environment. It doesn't take a rocket scientist to realize that as far as the ST goes, the Shareware sector still has a lot of maturing to do. A lot of us still need to get into the habit of rewarding programmers for the efforts they make on our behalf. As you can see, there are a number of beneficial projects that Roy could undertake given the proper motivation. Part of that motivation will be your contribution if you find his program useful.]



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Label Router - GFA Basic Listing

```

Rem The Label Router - COPYRIGHT 1987 DUVALL
PRODUCTIONS
Rem VERSION 1.4 - Sept. 1987 - F
Rem All Rights Reserved!
Rem This program is NOT in the Public Domain!
Rem The Author requests that if you find this program useful a
donation
Rem of $5 or more would be appropriate. If this program is not
of use
Rem to you don't waste your disk space on it! This program
and its
Rem associated documentation and the article describing it may
not
Rem be modified, reproduced, sold or distributed without the
express
Rem consent of the Author. Consent is not hard for user's
groups and
Rem not for profit organizations ... Just ask for it!
Rem Send donations, comments, questions, suggestions to:
Rem Duvall Productions
Rem P. O. Box 325
Rem Mukwonago, Wisconsin 53149
Rem
Rem What does this program do?
Rem It produces a Routing Label for routing magazines,
newspapers, memos,
Rem ect. It can handle a list of 20 names or initials of routes. It
is
Rem designed to use standard 1 inch continuous feed mailing
labels. It
Rem will accept one of various 8X16 fonts for a given routing
label. The
Rem program is written for Epson like printers. I hope you
enjoy it!
Rem
                                     -Roy
Rem *** Initialization ***
C$="The MIL*ATARI Users Group."
Dim Font%(128,16) !This array contains the character font
Dim T%(8),S%(8) ! arrays contain the relative wiegths of the bit
positions
Dim Box%(16) ! This array contains check off box image
Dim In$(22) ! This array contains the names of routes
Data 127,63,31,15,7,3,1,0
Data 127,65,65,65,65,65,65,65,65,65,65,65,65,65,127,0
B$="Yes|No"
Rtmax=20
Half%=11
C1$=Chr$(27)+"b"+Chr$(1) ! color me red
C3$=Chr$(27)+"b"+Chr$(3) ! color me black
For A%=0 To 7
  Read T%(A%)
  S%(A%)=T%(A%)+1
Next A%
For A%=0 To 15
  Read Box%(A%)
Next A%
Routs%=0 ! number of active routes
T$="The Label Router"
First=1
Rem      *** Start the program ***
Gtfont:
Cls
Print T$;C1$;
Print " - Copyright (C) 1987 Duvall Productions - ";C3$; " All
Rights Reserved!"
If First=1 Then
  A$="This program is NOT in the| Public Domain! This copy
authorized for|" + C$

```

```

Alert 3,A$,1,"Agreed",A
A$="If program useful send $5 to:|Duvall Productions|P.O.Box
325|Mukwonago,WI 53149"
Alert 1,A$,1,"Surely",A
A$="Trust in God| But Tie|Up Your Camel!"
Alert 1,A$,1,"Fer Sure",A
Inc First
Endif
Path$="\*.fnt"
Fn$=""
Print "Please enter the name of the character set to be used?"
Fileselect Path$, "normal.fnt", Cs$
If Cs$=""
  Goto Fini
Endif
Cls
Print "Reading file ";Cs$
Open "I",#3,Cs$
For A%=0 To 127
  For B%=0 To 15
    If Eof(#3)
      A$="ERROR EOF ON| CHARACTER SET FILE| "+Cs$
      Alert 3,A$,1,"Exit",A
      End
    Endif
    Ch%=Asc(Input$(1,#3))
    X%=0
    For D%=0 To 7
      If Ch%>T%(D%)
        Add X%,S%(7-D%)
        Sub Ch%,S%(D%)
      Endif
    Next D%
    Font%(A%,B%)=X%
  Next B%
Next A%
Close #3
Stagair:
For A%=1 To 22
  In$(A%)=Space$(8)
Next A%
Askreturn:
Cls
A$="Do you wish to include| a 'Return To' option| on this list?"
Alert 2,A$,2,B$,Rt
If Rt=1 Then
  Print "Please enter the Name or Address to return to? (max 7
char)";
  Input Re$
  If Len(Re$)>7 Then
    A$=" Error, too many|characters entered!"
    Print Chr$(7)
    Alert 3,A$,1,"Reenter",A
    Goto Askreturn
  Endif
  Re$=" "+Re$
  Gosub Fillit(Re$)
  Rtmax=17
Else
  Rtmax=20
Endif
Askroutes:
Cls
Print "Please enter the number of routes for this label (max
";Rtmax;") ?";
Input Routs%
If Routs%<1
  Goto Askend

```




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Label Router - GFA Basic Listing (continued)

```
Else
  If Routs%>Rtmax
    A$="Error, That is| too many routes!"
    Print Chr$(7)
    Alert 3,A$,1,"Reenter",A
    Goto Askroutes
  Endif
Endif
In$(1)="Route to"
Cls
For A%=1 To Routs%
  Gtroutes:
    Print "Please enter the name or address of route #";A%;" (Max
  7 Char)";
    Input A$
    If Len(A$)>7 Then
      A$="Error, Too many characters|   in this route!"
      Print Chr$(7)
      Alert 3,A$,1,"Reenter",A
      Cls
      Goto Gtroutes
    Endif
    A$=Chr$(255)+A$
    Gosub Fillit(A$)
    In$(A%+2)=A$
  Next A%
  Print
  Add Routs%,2
  If Rt=1
    In$(Routs%+2)="ReturnTo"
    In$(Routs%+3)=Re$
    Add Routs%,3
  Endif
  A$="Do you wish to| double print the|routes on this label?"
  If Routs%<Half% Then
    Alert 2,A$,1,B$,A
    If A=1 Then
      For B%=1 To Routs%
        In$(11+B%)=In$(B%)
      Next B%
      Add Routs%,11
    Endif
  Endif
  Print "Please enter the desired number of routing labels of this
  type?";
  Input N%
  If N%=0 Then
    Goto Askend
  Endif
  A$="Please load the labels|and ready the printer!"
  Alert 1,A$,1,"Ready",A
  Rem SET LINE SPACING TO 8/72
  Lprint Chr$(27);"A";Chr$(8); I ADD THIS IF IN IBM MODE
  Chr$(27);"2";
  A$="Do You Want to|Print a Test Label?"
  Testlabel:
  Alert 2,A$,1,B$,A
  If A=1 Then
    For A%=1 To 8
      Lprint String$(34,"X")
    Next A%
    Lprint
    A$="Print Another|Test Label?"
    Goto Testlabel
  Endif
  Rem Image the label now
  For Z%=1 To N%
    For B%=8 To 1 Step -1
```

```
    Gosub Pline(B%)
    Next B%
  Lprint
  Next Z%
  Rem thats a wrap
  Askend:
  A$="Do you want to do|more routing labels?"
  Alert 2,A$,1,"Yes|Exit",A
  If A=1 Then
    Goto Nwfont
  Else
    Goto Fini
  Endif
  Fini:
  Cls
  A$=" Thank you| for using|Label Router!"
  Alert 1,A$,1,"Goodbye!",A
  Lprint Chr$(27);"@
  End
  Nwfont:
  A$="Do You want to|load a new font?"
  Alert 2,A$,2,B$,A
  If A=1 Then
    Goto Gtfont
  Else
    Goto Stagain
  Endif
  Procedure Pprint(Ch%)
    Rem Tell Printer to expect 16 graphic bytes
    Lprint Chr$(27);Chr$(76);Chr$(18);Chr$(0);
    For Aa%=0 To 15
      If Ch%=255
        Lprint Chr$(Box%(Aa%));
      Else
        Lprint Chr$(Font%(Ch%,Aa%));
      Endif
    Next Aa%
    Lprint Chr$(0);Chr$(0);
  Return
  Procedure Pline(X%)
    For A%=1 To Routs%
      If Len(In$(A%))<X% Then
        Gosub Pprint(32)
      Else
        Gosub Pprint(Asc(Mid$(In$(A%),X%,1)))
      Endif
    Next A%
    Lprint
  Return
  Procedure Fillit(T$)
    If Len(T$)<8 Then
      T$=T$+Space$(8-Len(T$))
    Endif
  Return
  Rem End program listing of The Label Router - Copyright 1987
  Duvall Productions
```




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Highway To Heaven? - Maybe! "AutoDuel" - An 8-bit review by Tom Johnson

Autoduel by - Origin Systems Inc.
Road Race - Strategy Game
Atari 400/800/XL/XE - 48k Min.
Overall Difficulty - Hard
Overall Rating - Very Good
Price as tested - \$40.00

The time is somewhere in the future. Motorcycle gangs and road outlaws have made it necessary to form the American AutoDuel Association. The AADA, as it's known, defends your right to arm your car and provides a delivery service for citizens who want packages delivered from one city to another. What's in these packages isn't important. What is important, is that they get delivered. Don't expect any help from UPS or Federal Express either. For some reason they're never mentioned as having any interest in doing business with the AADA.

The drivers hired by the AADA are called autoduelists. They drive seven types of cars and trucks ranging from subcompacts to vans. These vehicles are possibly equipped with one of: four chassis, three suspensions, four power plants and four tire types. You also choose from machine guns, flamethrowers, rocket launchers, rifles, anti-tank guns, laser, minedropper, smokescreen, paint sprayer, oil jet and the heavy rocket.

This is where you come in. For some reason you've decided to become an autoduelist. Who knows if it's for the money, prestige, or a chance to drive one of these exotic machines. At this point, you're nothing to brag about. You have no prestige, \$2,000, 50 points, and for now, perfect health. Prestige and money are earned by succeeding at the missions granted to you by the AADA. The bigger the cargo the more prestige and money you earn. The 50 points are split up between driving, mechanic and marksmanship skills. You can divide the points any way you see fit.

DRIVING SKILL - This helps the handling of your car.
MECHANIC SKILL - Determines how likely you are to find usable ammo and weapons in defeated opponents vehicles. This skill can also be increased by taking lessons at the various garages.

MARKSMANSHIP SKILL - The more points given to this option, the more damage per hit, you will do to the enemy and reduce the damage done to you by getting hit.

So here you are. A new kid, in a town that has a truck stop, salvage yard, weapon shop, gold cross, bar, garage, arena and an assembly plant. (Each of these places has it's own menu with several user friendly choices). No use going to the assembly plant now. You won't get much for \$2,000. In fact, it would be like fighting the Battle of the Bulge with in a VW bug armed with a pistol.

Maybe it's best that you can't afford everything at once. This way you get used to one or two weapons

at a time. In this game it's possible to kill yourself. For example, if you drop a mine and run over it, your car will sustain damage just like the enemy's.

Now is a good time to test your skills at the arena. You don't need a car because they furnish killer carts. Both money and prestige are earned if you defeat the other five contestants. If you loose, you become a crowd pleaser as you go up in fire and smoke and the game is over. After a couple of victories, you will have enough money to buy a little better car and the prestige to get assigned a small cargo. You'll notice that neither roof racks or trailers are offered as options. This means that you have to settle for the small cargo for now, as larger cargos will not fit into your car. A larger vehicle has to be earned.

Then it's off to the action packed roads of the autoduelist. Hopefully you will earn enough money for better equipped cars, up to eight, and a clone. For the less adventuresome, there is a bus you can take to Atlantic City. There, gambling is allowed but not always profitable. (Remember to save enough money for a bus ticket back to a city that has an arena.) The casino offers poker and blackjack. Both easy to learn games are played quickly. After several tries I managed to work my winnings up to \$27,760. Even with that amount of money, I was unable to buy a car with all of the options I wanted.

The graphics of this game are quite acceptable. You're looking down on the roads, towns and cars as you walk or drive. Around the borders of the screen important information is displayed, while still more is accessed by control letter combinations. The menus are user friendly with logical choices.

Two things that I felt could be improved are:

- 1) When driving, I would like to view the road from inside the car. The data supplied around the boarders could then become the car's dashboard.
- 2) The car could handle better. Even with top notch tires and suspension, the car took some getting used to.

Some of the good features are:

- 1) It's possible to use two drives. This reduces both disk swapping and access time.
- 2) The game comes with it's own copying system. Both disks B and C can be copied. Personally, I prefer to use copies. I did ruin my copy of disk B by not following the saving instructions. I'm glad this happened to a backup, and wasn't the death of a forty dollar program.
- 3) The game comes with an easy to read map of the Northeast corner of the United States. This makes finding your way from one city to another easy.
- 4) The docs, all 32 pages, are well written and have many pictures.

With all of the cars, trucks, options and places to visit, this game has the potential to hold your interest for a long time.

T. Johnson



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The Guild of Thieves by Magnetic Scrolls *An ST Review by David and Michelle Gross*

Now that the leaves are turning colors, and the night air is nippy, what better way to spend your spare time than cuddling up to your monitor with an exciting adventure game? If you have played *The Pawn*, and enjoyed it, we are sure you will also enjoy *The Guild of Thieves*. You don't have to play *The Pawn* in order to solve *The Guild*, but there are many references to the first adventure in Kernovia, and to fully understand and appreciate the game, we recommend playing the *Pawn* first.

The story is again set in Kernovia, although the landscape and buildings have changed. You are an apprentice of sorts in *The Guild of Thieves*. At the onset of the game you find yourself in a boat with the Master Thief who tells you that your mission is to go and gather all the treasures left in Kernovia and bring them to him. Sounds simple enough. If you can get out of the boat that is. Actually, getting out of the boat is a breeze, if you can follow directions.

There are many puzzles to solve as you meander through the land looking for valuables. The illustrations you will encounter are superb! You will see graphics that will "blow your socks off", Firebird claims, and they are right! Early in the game there is a picture of the castle and its reflection in the surrounding moat that is extraordinary. Most of us do not take pictures with our camera that look as good as the graphics in this program.

There have been a couple of very nice improvements since *The Pawn* with the addition of the GO TO and GO FIND commands. Once you have been somewhere you can just type in GO TO The Hill, for instance, and the computer will move you to that location, so you don't have to move one 'room' at a time to get there. That is a very handy, time saving command. The other new command, GO FIND, allows you to get an item you have found and then put down for one reason or another. Typing in GO FIND the gold key will take you directly to where that item is located. You can only carry so much at one time so this feature is really helpful, especially for stockpiling a few of the many items in one place until you find their use.

Along with the disk, you will find a manual, a plastic credit card and a die. We haven't found what the die is for yet, and despite our best efforts, we haven't been able to use the credit card either. The manual is in a newspaper type format and it includes a hint section. We have found the hints to be helpful, but the method of presenting the hints should be changed. You must type in a code given in the manual, there are a few under each question that they assume you will have, and the program will

translate the code and give you a hint. If you are not a good typist, you will often see the phrase: "Sorry, try that one again." This is very annoying.

There is another aspect of this game which is well worth mentioning. They have a novel approach to disk protection. Keep your manuals handy because at any point in the game you will be asked to look on page n, column n, line n, and count to word n. Then you have to enter this word or the game will quit itself. You get three chances to get it right. Well, we lost a few games because of this method of dealing with piracy. We didn't know if blank lines counted as a line, or if main headings counted. Blanks don't count, headings do.

The entire game could be construed as a statement on piracy. The back of the box reads "Why buy this game when you could steal it?" and "Buy this game or We'll steal your computer." Whatever the intent of these statements, this product is another of a great line from Firebird. This is one you'll want to add to your software library.

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The MilAtari Ltd. Edition

WOMEN and COMPUTERS

by Michelle Gross

I've been a member of MilAtari for about six months now and I've attended just about every meeting. It didn't take a full six months to notice what was missing at our meetings: Women. I have been wondering where the wives and girlfriends are, as well as the single women with computers. There have to be some out there. I kind of shoved this thought to the back of my mind, thinking that there would be more and more womenfolk as the months passed.

Then I checked out some newsletters at our last meeting and in the May issue of Current Notes I found an article on this very subject written by Dave Small, entitled "Why Don't Women Like Computers". It seems that the shortage of the female gender is not exclusive to MilAtari, or Milwaukee. Dave wants to know why women don't like computers, and I'm sorry that I can't answer that because I DO like computers. But maybe I can help you out and give you some pointers on how to get your female friends interested in your hobby.

The first rule to follow is of prime importance. Be sure to greet your wife/girlfriend/mother or whoever before booting up when you get home from work or upon waking up in the morning. Give her a few minutes before you do anything else. Failure to do this will mean an end to your relationship; I guarantee it.

Secondly, don't get so involved in whatever you do in front of the monitor for hours on end that you forget to have fun and enjoy some of the programs you have. Invite her to play with you. Especially fun are adventure games that get you to work together as a team against the computer. Try something you both might enjoy. Have you picked up Leather Goddess of

Phobos yet? She'll like that.

Use the computer to woo her. Do you have a printer? A label making program? There are a lot of PD programs for making labels out there. If you don't have one, get one and get busy. Make labels, lots of them. I love you, Thanks for last night, Great Supper, and Thinking of You are just a few ideas of what to put on the labels. Get creative. Then stick those labels everywhere, (but don't overdo it). Put one on the bathroom mirror on Monday morning. Sneak one in her car on Wednesday, and on Friday night put one on her pillow. You won't hear a complaint about the time you spend on the computer again.

Do you have a program to make banners? How about a banner to greet her after a fight, saying I'm Sorry, or Let's Make Up? Happy Birthday or Happy Anniversary banners will be greatly appreciated, believe me. Try it for yourselves. What do you have to lose?

Another thing, let the kids on the computer once in a while. It will keep them occupied so you and she can have time together. That's what she really wants after all, isn't it? If you don't have kids, just turn the darned thing off sometimes. It won't run away, but your woman might.

Well Dave, I may not have answered your question, but hopefully I've given you some good pointers on getting the women in your life interested in computing. Do let me know how it works.

Oh yeah, one more thing, would someone please give a copy of this article to my husband?

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TimeWorks Does It Again!!

"Word Writer ST" - An ST Review by Lee Musial

WordWriter ST Version 2.0 by Timeworks
Word Processor
Atari 520/1040 ST Computers
Documentation - Excellent
Overall Rating - Excellent
Suggested Retail \$ 79.95

Boy, talk about a program being user-friendly! The program that I am writing about is WORDWRITER ST by Timeworks. If you are looking for a program that "has it all," this is it!

One of the big advantages to buying this program is that it will interface with two of Timeworks other excellent programs: DATA MANAGER ST and SWIFTCALC ST. DATA MANAGER ST is a data base program and SWIFTCALC ST is a spreadsheet program. With the three of these programs working together, I can't imagine any job too big to handle. WORD WRITER ST is also compatible with 1st WORD and 1st WORD PLUS, and can use all 1st WORD document files.

WORD WRITER ST, like all of Timeworks programs, is made specifically for the Atari ST. It has full GEM interfacing that places all program commands directly onto the ST's display. The mouse is used for the pull-down windows and the dialog boxes. You can also use the keyboard for any program command.

Some of the features are: Continuous Formatting, Automatic Word Wrap, Indenting, Tabbing, Horizontal & Vertical Scrolling, Centering & Margin Justification, Merging (Appending), Headers & Footers and Automatic Page Numbering. Considering the price of this program (around \$50.00 if you shop around), I would say that this baby is loaded!

Another feature that makes this program shine is

that it has 3 built-in spell checkers. They are:

1. A continuous spell checker that automatically identifies misspelled words as you type.

2. A full-document spell checker that checks your entire document for misspelled words and typographical errors in one pass.

3. An on-line spell checker that looks up the word that you want at the press of a key. If it is spelled incorrectly, WORD WRITER ST highlights the word and emits a low pitched beep.

These spell checkers plus an integrated thesaurus are on a separate dictionary disk. The thesaurus has over 60,000 synonyms and alternatives and the dictionary has a 90,000 word index! After you have loaded the program disk, next you would put the dictionary disk in the disk drive and load it through the Words Menu. Then you're ready to go! Now you have a dictionary and 3 different spell checkers at your fingertips.

WORD WRITER ST also has a cut and paste feature. What this does is it allows you to work with multiple documents on your display and move information between these documents. Then, when you're ready to print your document, WORD WRITER ST has a built-in print spooler that allows you to use the program while your printer is printing a document. Also, for those of you that can afford it, WORD WRITER ST is fully compatible with your hard disk drive.

(In case you're curious, this review was written on WORD WRITER ST Version 2.0. Would I have it any other way?)

There are many other features and tricks to this program, but those things are best learned by doing, not reading. I highly recommend this program to anyone interested in word processing.

Micro Deal's "Jupiter Probe"

An ST Review by Daniel Mumper

Jupiter Probe is "the" game for the adventurous video maniac. It's not one of those games that you can solve after just one or two sittings, it takes time and persistence. It is, to say the least, a challenge for any or all who will allow it free reign over their computer. There is always another trick to discover or pattern to find in order to successfully complete yet another level. So it continues, level after level, in a vain attempt to save the Earth from the dire threat known as Jupiter.

Playing the game is relatively forthright. Just put the disk in drive A, and turn the computer on. Simple enough. After a suitable delay to load the game, the music will begin, and you are now ready to begin Jupiter Probe. Like Micro Deal's other arcade game, Gold Runner, you can use any of the three major motive means (Keyboard, Joystick or Mouse) at any time during the game without having to tell the computer to change anything. The control of this game is simple, and can even be considered classic. There is no fancy upside-down, or backward way to make your ship do

some most amazing feat. Just move the joystick, mouse, or depress a certain key, and the ship moves. Don't be deceived by the simplicity of these controls, the game itself is far from simple, but the ease of control is a definite help.

Graphically, this game is superb. There are many fine details that are evident in the constantly changing background as well as the enemy spacecraft. The animation is very smooth and there are always many things going on at once. Definitely enough to keep you on your toes.

Due to the above facts and opinions, I would consider it a pleasure to recommend this example of elegant video art and ingenuity to any and all with the will to win, and the steadfastness to win. Just remember, we're not talking a few days of excitement, we're talking weeks, if you can take it. For Mom and apple pie, go get them aliens, and save the Earth!

(Typists note: I personally found this game "too" difficult. Because of the time needed, you had better have good reflexes and lots of patience. David)



SIGnals

Your "Window" To MilAtari's ST Special Interest Group

Article number 1 - "The Saga Begins..."

Everybody (including me) has been after me for a long time to write something for the newsletter (sounds a wee bit familiar, eh?), so I finally decided to give it a whack. Here goes...

First (and even though you've heard it oodles of times before, I'm saying it "one... more... TIME..."), please, please, PLEASE!!! If you know anything at all which might be of value to anybody else in MilAtari, write it up as an article for this newsletter. And don't think "Sure, I figured out 'whatever it was' that was giving me so much trouble, but I'm just A BEGINNER! Who else would even NOT LAUGH at what I'm writing about, much less BENEFIT from it?" Believe me, odds are that many other people (who are also quite probably "beginners" to computers) will not only NOT LAUGH, but be darn glad that somebody passed on "whatever it was", so that they can now proceed to other things. So stop sayin' "ME???...nahn!!!" and WRITE something. Our illustrious newsletter editor is very desperate. He'll print just about anything (as long as it pertains to ATARI computers, and, I suppose, if it isn't obscene...). So, GO FOR IT already...

[Note: Editors are never 'desperate'! Panicked maybe, but never desperate! 'Illustrious'... Gee, I kind of like the sound of that... Ed.]

Next, as ST-SIG chairman (and, therefore, a more-or-less official representative of MilAtari), I feel compelled to remind everyone that this user's group (I don't exactly like calling it a "club") is for both the 8-bit AND 16-bit Atari computer user. Although much greater emphasis has been apparent in the ST arena lately, we realize that there is still a large contingent of folks out there who have their dough sunk into 800-XL's, 65 and 130XE's and such (gee whiz, I've even got one of the original 800's with two 810's, an 850, and about two million game carts and disks, and a bunch of BASIC and MAC/65 stuff I've putzed around with).

MilAtari is in the process of re-organization (after the elections have put new people in office), and there is a continuing effort to make sure that this DOES NOT become an ST-only group (as usual, YOUR input is always welcome, if not urgently needed).

Okay, now on to specific ST matters. I want to invite all ST people reading this to let me know what they think about MilAtari and/or the ST-SIG, especially if they have any ideas of things that can help us to do what MilAtari is here for - namely, to help the members get more out of their machines. I simply MUST ask for input, mostly because I can't read your minds and, quite frankly, I've got my own rather narrow reasons for having an ST, so I probably don't stay awake nights thinking about what flips YOUR switch.

Before everybody starts organizing a lynch

mob, I really do want to facilitate those activities which are most productive for all concerned, but I can't do it alone. I view the ST-SIG chairmanship as a contact point, where everyone can come and say "I think it would be great for the ST-SIG to..." or "How about if we tried to start..." and stuff like that. So, how about it? What do YOU want from the ST-SIG? I'll never know unless you tell me. And just to give you an example of input from members: At the September meeting, I got into a little discussion with three members who said that a series of "beginner's tutorials" would be of real value to them. In just a few minutes of talking, I found out that there are people out there who really are beginners. They suggested that it would be nice if someone could show them (REALLY SHOW THEM, not just talk at them for thirty seconds...) the "simple" things. Things like how to use a RAM-disk, or how to copy files and/or folders around using the desktop, or how to use their modem and emulator to access the MilAtari BBS. I think this is a real good idea.

Further, I'm going to bring this up at the next board meeting, where we can try to set up some sort of continuing program within MilAtari to provide this service to the membership. As usual, an idea doesn't fly very well unless everybody wants it. If you're interested in either (A) having some topic presented in tutorial form, or (B) acting as a "tutor" on some computer-related topic, just let me know - we'll see what we can come up with.

By the way - as an incentive to you, the MilAtari membership, I'd like to solicit your ideas with the promise that I'll actually mention your name in this column if you come up with anything neat. Just think of it! YOUR NAME IN PRINT! Why, you'll be FAMOUS!!! So what're you waiting for? Start crankin' those gears and let's start gettin' stuff moving!

Thanks to the following members for their "tutorials" ideas:

Linda Heinrich
George Caron
Stephen Shimon

One last plug - MilAtari is YOUR user's group. It'll only be as good as YOU help make it, so get those ideas and articles going! Right now is as good a time as any to start!

Well, that's about it for this month. Until next time, keep your SIGnals straight, and happy ATARling!

Peter Podkowinski - ST-SIG Chairman



STadel - Walk-Through III The SysOp's Korner by Rich Dankert

Well here we are again. Another month to expound on the virtues of the STadel Bulletin board system/program. This month I will take you on a tour of the EXTENDED commands. As I have mentioned in previous articles, the 'extended' commands are accessed via the "." (period) command. This will always be the first character in an extended command. Now onto the explanations of these wondrous commands.

The first of which I will discuss are the extended <R>ead commands. As stated in previous articles, the read command is the heart of all commands that will bring the information from the system to you. It is in this command, the basic <R>ead command, that you will be adding more to. Now hold on tight, this may get a little hairy to understand, but I assure you, that once you have this under your belt, you will find that it is child's play.

The first we will discuss is the read global command. This command is issued at any prompt line. Basically it is used in the Main Lobby>, but will work equally well at all other prompts. You issue this command by first the "." (period command) then an R and a G, then simply hit a carriage return. The command looks like this, ".RG". The system will type out the full names of the extended commands, so you do not have to worry about typing the whole word. This command will take you to each and every room that has new messages that you have not read, and then display them for you. The "P" for pause will work as normal. This will bring the messages to you in ascii format. Uh oh, he said ascii format? What other kind of format is there? Well you can also add another command to this command and have the system bring all the messages to you through xmodem protocol. The only extra command that has to be placed in the above command line is an "X", which stands for Xmodem of course. The command would look like this- ".RXG" then a return, the system will set up, and await your computers NAK. When it gets the NAK, it will start the send. You will of course have to give the Xmodem receive on your end a filename.

There are also a few other extended commands that you may or not find to be of some use. A short description follows.

.RA -- . Read ALL Will bring you all the messages in a given room only. .RG -- Discussed above.

.RN -- . Read New Will bring you all of the new messages in a given room. .RO -- . Read Old Will bring you all of the old messages in a given room, leaving the New messages as still new messages.

.RR -- . Read Reverse Will bring you all the messages in a given room, in reverse order.

These are the basic ones for the <R>ead command. Of course you can add other options also, which follow.

.RWC (NFORA) -- . Read WC-protocol (Option) For those of you that do not know, the WC is used for

getting the file in a NETWORK format. It is xmodem, but the file format that it will send out will be slightly different than normal xmodem.

The (NFORA) quite simply allows you the option to have just a particular section sent. 'N' for new, 'F' for forward, 'O' for old messages, 'R' for reverse order, and finally 'A' for all messages.

You can of course choose the normal Xmodem format using the same basic format and options. The command line differs only in that it will read >RX (NFORA) rather than .RWC (NFORA). All basic options explained above apply.

You can also if you desire to, read a .DOC file that is in the file directory. To do this you simply enter the following command line: .RF The system will then prompt you for the name of the file that you wish to read. After you have provided this, the system will type out the file to you, in your screen format without you having to D/L it. If you are in 40 column mode, as with the Atari 8-bit machines, you will receive the file in 40 column display. If however, you are in 80 column mode, such as with the ST machines, you will get the file formatted in your 80 column format. This applies to all .DOC files on the system, no matter what room you are in.

That's enough for this month about the <R>ead command, and its extended commands. I will now explain a few of the other Extended commands that the system allows, and give you a tutorial on the <E>nter command next month.

.S Roomname- This command will allow you to skip through rooms that you may not want to read at the particular time that you are on the system. The non-extended version of this is the 'S' command. In either case, the room that you have decided to SKIP will leave the contents of that room unchanged, until you do visit that room. The extended command allows you to skip the room before you get to it, and the 'S' will allow you to skip over the room once you are in there. In either case, the contents of the room will be left unchanged.

One little note here before I leave you this month is the .G roomname command. When you wish to goto a particular room, you need not type the full room name. You can simplify this by using a partial room name, like: .G News. This will take you to the Newsletter room, a .G Info will take you to the News & Information room. As you can see, in both room names the word News is there. (News)letter and News & Information. By getting used to what partial room name works for you, you can navigate about the system more easily. You need only supply at least three characters of any given room name. In the case of the ATARI FORUM and ATARI PROGRAMMERS, to make it a little simpler simply supply the word ATARI then FOR (for FORUM) or PRO (for Programmers).

That's it for this month, keep the faith. -The SysOp.



October ST Public Domain Additions

DISK # 119 IBM UTILITY DISK FOR PC DITTO

CHARGES: Charge Card Recorder - Database for recording your charge card purchases.
FXEASY: Extensive printer configuration program.
TICKLER: Anniversary reminders upon bootup.
TA: Teaching Assistant - Gradebook program.
PRNTMODE: Printer Modes - Printer configuration for Epson & Panasonic to override dip switch settings.
PKXARC: IBM version of ARC program.
WORKLOG: Database for work done on hourly basis.
VERDISK: Verifies that disk has no error sectors.

DISK # 120 IBM GAME DISK FOR PC DITTO

ISLAND: Island of Mystery - Text adventure.
MONOPOLY: IBM version of the popular board game.
MOON: A text adventure game of survival.
3DPACMAN: 3 - Demon - 3D, or first-person view pacman-type arcade game.
HAUNTE: Haunted Mission Adventure - Text game.
CRIGGAGE: Cribbage card game against the computer.

DISK # 121 GAME DISK

WHEEL OF FORTUNE DISK

This disk contains 12 puzzle files, some gathered from prior club disks and some puzzles which are new to the library, and versions 1.9 and 2.0 of the Wheel of Fortune Game. Both versions are included for those who might prefer one or the other for playing purposes. Version 2.0 has a puzzle editor, file lister, a file encoder (to prevent others from "peeking" at puzzle files), and Delimit, a program which lets you use your favorite database program to keep track of your puzzle files.

DISK # 122 GAME DISK

BRIKYARD: Good Breakout-type game.
KIDMIXUP: Put pictures in order to make stories.
STONEDLX: Stonage Deluxe - Included are 7 game files & the deluxe version of the game which lets you create, save, and load game files. Enhancements included are practice & play modes, capability to start at any of 5 game levels & 3 skill levels. Instructions and help files built in.

DISK # 123 UTILITY DISK

ASCTOIST: Transfers ASCII files to 1st Word format
DBANNER: Banner making program.
DSKFMPC: Writes boot sector to DS disk so that PC Ditto program can read and write to the disk. IBM 3.5" disk drives can read the disk too!
REMINDER: Reminders of events upon bootup. Data files are created with word processor.
STWTR175: ST Writer Version 1.75 - Word processor.
ST_STAMP: Stamp Pad - Drawing program.

DISK # 124 DEMO DISK

CW3_1: Sound demo. Select tone, speed, and length of sounds, & chain them together.
MILATARI: Demo using the Milatari Logo.
MULTI: Manyboink Demo - Variation of Boink and Fujiboink. Select number of "boinkers" to bounce.
ORIONS: Orion's Run Demo - A playable demo of a Goldrunner-like arcade game.

DISK # 125 UTILITY DISK

PUBLIC DOMAIN "C" COMPILER DISK

A public domain "C" language compiler. Included on the disk are sample files to compile. This disk is brought to you courtesy of our Vice President, Dave Mumper, who prepared this disk for all the budding programmers in our midst! (In other words, if any disks or programs are screwed up with it, please go gunning for him! I'm innocent!)

IBM DISKS FOR PC DITTO ADDED TO LIBRARY

As shown above, club disks will be added to the library which are in IBM format. To run these, you must have the PC Ditto program and an IBM DOS program. PC Ditto is not a public domain program, so it must be purchased at a dealer. It was reviewed in our July-August newsletter. You must also have a double-sided drive. Since the drives which I bring to the meetings are single-sided, when the disks are gone, they are gone, at least until the next meeting. First come, first served, as they say. Be warned!

Dennis Wilson
ST Public Domain Librarian



The MilAtari Ltd. Edition

More ST PD News (Dennis has been real busy!)

SEPTEMBER CLUB DISK SALE PRICES CONTINUED!

Our September "blowout" disk sale was an outstanding success. As a result, the \$3.50 per disk price for club disks will be continued for another month. Your continued support of the library will enable us to keep our prices low and to afford to put out more disks each month. More disks each month lets me add more variety to the types of disks added without reducing coverage of the utility & game programs being produced each month. The price of blank disks may vary somewhat due to fluctuations in our cost, but rest assured that they will be sold at as low a price as is feasible. Let's do it again this month folks!

DISK UPDATE POLICY TO BE INITIATED

A few months ago, the MilAtari Board of Directors formulated a disk update policy. From time to time, certain club disks will be updated. For example, I hope to have the club's library disk set updated in time for this month's meeting. The library disks will then be current through Disk #125. The policy is that a member can have his or her copy of a club disk updated for a \$1.00 recopying fee. The original disk must be brought to the meeting, however! When a disk is updated, I will announce it in my monthly article. Disks which may be updated in the future are the desktop disk, game disks with a game in GFA basic where we receive a compiled version of the game, and game disks with programs in German where an English version is received. Also included in this policy are disks where we discover a program is defective or for some other reason should not be in the library. We try to avoid this happening, but only experience by users with the program sometimes reveal problems. If the program cannot be fixed or a good copy obtained, a replacement program will be inserted in its place. Buyers of the disk may then have them updated at the meeting.

PROMOTIONAL DISK TO BE RELEASED

The MilAtari ST Promotional Disk has now been thoroughly tested and is ready for release. You should see it shortly in local computer stores. In order not to compete with the people who are supporting us, the disk will not be sold at the meetings. However, when an updated version is released, buyers of the disk may have them updated at the meetings as outlined above. Whether you buy the disk or not, if you see it in a store, comment on their support of us when talking to sales people or management. Let them know that there are MilAtari members who are supporting them with purchases at their store.

See you at the meeting! We have another good one in store for you!

DENNIS WILSON
ST PUBLIC DOMAIN LIBRARIAN

8-Bit PD Update (More goodies on the way!)

THANK YOU VERY MUCH FOR YOUR SUPPORT!

Hello all! To start off with, I am happy to report that the September Disk Blowout Sale was a big success. Over 60 8-bit club disks were sold and to make sure that no one was left out, we're continuing the \$2.50 price for the October meeting.

BRAND NEW 8-BIT CATEGORY!

As I promised, with your support in giving the library new material, I am delighted to announce 7 (that's SEVEN) brand new (and I think you'll find, exciting) disks for our SPECIAL library disk category.

For those of you wondering what a "special" disk is, this means that all the programs on this disk are devoted to one topic or particular application. They are specially selected programs that may inter-work with each other, or may be one large program for a given purpose.

At this writing, these seven are what is completed so far. Also, be sure to look for at least 3 new regular library disks at the October meeting.

Your contributions of programs to the MilAtari BBS-Atari Forum Room and your purchases of club disks are greatly appreciated, as this allows me to better serve you.

The following is a breakdown of the new "special" disks.

- #1 1030 EXPRESS, Terminal program version 3.0 beta test for the 835, 1030 and XM301modem.
- #2 ARCHIVER UTILITIES, disk file size reducing programs and documentation.
- #3 INFOCOM GAME SOLUTIONS, hints to solve all your favorite INFOCOM adventure games.
- #4-7 PRINT SHOP™ ICONS, Each disk contains dozens of all new PS icon pictures. BUT...these don't need any special transfer utilities! Just use your master PS disk and use the "graphic editor" to view!

TOM BARDENWERPER
8-BIT LIBRARIAN



Hulkamania In The Land Of Tramiel?

Ltd. Perspectives by Jim Morales, Editor

It never ceases to amaze me how some of the smartest people on the planet can be so utterly stupid. It's as if they're bored with their own ability and make a conscious effort to see exactly how far below a paramecium they can stoop. Case in point:

While visiting a local software store recently, a gentlemen walked in, stood next to me at the counter, and asked the hired hands what was new in the land of Atari-dom. The helpful staff promptly brought forward two brand new releases, whereupon this individual had the unmitigated stupidity to say; "Nah, I've already got cracked copies of those." Truthfully, I darn near lost it. I was a hair's breadth away from body-slamming this geekasaurus when the scenario became even more interesting.

This flaming wingnut then pointed to another package and said; "I haven't got that one yet. Can you match (Mail Order House's) price?" You need to understand the degree of self control it took not to drag this jerk outside and provide his face with an "up close and personal" view of the pavement. This yo-yo averted a quick visit to Valhalla only because the owner of the store, whom I have known for years, looked in my direction and nodded me off. A subsequent discussion with the owner revealed that he was, in fact, quite used to that type of performance!

Now, this is not intended to demonstrate my short fuse when it comes to outright stupidity, nor is it an example of my self control. Rather, it is an attempt to point out that there are some pretty sleazy dirtballs out there who are making us, as a group, look real bad.

In all fairness, the owner of the store told me that this type of incident was not restricted solely to Atari owners. In his experience, it occurred pretty much across the entire spectrum of computer owners. "Hey, that's business!" you say? Bull! That is consumer ignorance for which there can be absolutely no excuse! But, one thing at a time.

The notion of piracy is sickening in and of itself. It's been hashed and rehashed all over the place and there is precious little I can add. But the notion that someone would actually go into a place and tell someone who sells software for a living that they have committed this atrocity smacks of hubris hitherto unknown! Fortunately, I did not recognize the individual and I can safely say he was not a member of MilAtari, but one must give pause and wonder what this type of incident says to a retailer about Atari owners. As indicated, it happens across the board, but I get a real sickening feeling at the thought of even being remotely compared with a piece of buffalo dropping like that!

The second offense, while not necessarily illegal, was equally revolting. By what thinking man's right does anyone go into a retailer who has laid out cash for facilities, counter space, inventory and personnel, and demand that the retailer meet the price

of one who has no such investment? Hey, everyone likes a bargain and it's only natural to want to get the best price on a piece of merchandise, but what in the name of Nolan Bushnell ever happened to good old-fashioned courtesy and common sense?

Retailers don't have to carry Atari or Atari-related merchandise. In fact, they can carry whatever they darn well please. With the sources of new 8-bit commercial software drying up, (Sorry, but it's true.) each and every one of us ought to be damned thankful that retailers take the time and space to stock the stuff at all! Unbridled arrogance on the part of consumers is not a real smart way to ensure that they'll continue to do so.

Did you ever try to check the specs on a package through mail order? How about simply exchanging a defective piece of merchandise? Instead of a quick trip to the store, you're stuck with authorization numbers, insured mail, and a host of other aggravations. Gee, really makes that two bucks you saved worth it, doesn't it?

Unfortunately, most retailers are too polite to tell these types of turkeys where to get off. With Atari's acquisition of retail outlets it is my fondest wish, no matter how impossible, that Uncle Jack could actually man the stores himself. What a pleasure it would be to hear him tell that type of bozo to go suck eggs! But, my little fantasies are not what this is all about.

The big picture boils down to this: Innate pride aside, the purchase of an Atari computer is the sign of an inherently smart shopper. It is far and away the most powerful machine for the money in any market. This is true for the 8-bit and the ST lines. They have no peer in a cost vs. power analysis, period. Why then, after demonstrating this type of wisdom, would anyone with an IQ higher than a cabbage, act like they just swung out of a tree?

If you're receiving pirated goods, there is little I can do but appeal to your sense of fair play and hope that you see the light before it's too late. The disservice you do to all of us by bragging about your misdeeds, especially in front of retailers, is equally heinous. If you want to be stupid, so be it. But leave us out of it! Like it or not, the day you got an Atari you became part of a very large group of rather smart people who aren't particularly thrilled with your stupidity. Further, even with Atari's acquisition of Federated, there are still a great many of us who don't have the luxury of local retailers, either hardware or software. We would be most grateful if you would keep your crass behavior out of the precious few that there are so that we can continue to rely on good local service.

Of course, the Hulkster does get an awful lot of mileage out of a good body-slam... What was that you were saying about cracked copies?



The MilAtari Ltd. Edition

User Group & Newsletter Information

MilAtari Ltd. The Milwaukee Area Atari User's Group

MilAtari Ltd is an independent user education group which is not affiliated with Atari Corp. The newsletter MilAtari Ltd. Edition, is the official publication of MilAtari Ltd., and is intended for the education of its members, as well as for the dissemination of information regarding Atari computer products and related merchandise.

MilAtari membership is open to individuals and families who are interested in using and programming Atari and other types of computers. Membership includes a subscription to this newsletter and access to the club libraries. Annual membership is \$20.00 for individuals or \$25.00 per family.

MilAtari Ltd. also operates a 24 hour electronic bulletin board service. This service is available to all computer users at no charge and is for the sole purpose of exchanging information and public domain programs for Atari personal computers. MilAtari Ltd. maintains a strong anti-piracy policy with regards to computer software. The BBS functions at 300/1200 baud and can be reached at (414) 781-5710.

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COMMERCIAL RATES

AD SIZE	COST(US\$)
Full Page	\$ 37.50
Half page	\$ 20.00
Quarter Page	\$ 12.50
Business Card	\$ 5.00

MilAtari Ltd. members whose dues are current may place classified advertisements at no charge. Advertisement Deadline: 28th of the month.

Submission Policy

Contributions of articles are always welcome. Quite frankly, we thrive on them! Articles may be submitted on 8-bit or ST diskette or in typewritten form in care of the MilAtari mailing address on the back cover of this newsletter. Articles may also be uploaded in ASCII file form to the MilAtari Ltd. BBS via modem. All submission must be received by the 28th of the month.

Now, we wouldn't ask you to do something for nothing, so it is the policy of MilAtari Ltd. that the authors of articles actually published in this newsletter may select one disk of their choice form either of the club's public domain libraries. You may claim your disk after actual publication of the newsletter and arrange for obtaining it by contacting the appropriate librarian listed in the column to the left. The above applies to club members only.

You will also have our undying thanks!



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